

USER MANUAL

# ABBAY ROAD ONE ORCHESTRAL FOUNDATIONS

SPITFIRE AUDIO

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# INTRODUCTION

Enter the room most composers can only dream of: Studio One at Abbey Road Studios. Unparalleled and exclusive access to the world's most celebrated recording location for movie music — from Star Wars and Lord of the Rings, to Harry Potter and Avengers: Endgame — it doesn't get more iconic.

In our first collaboration with Abbey Road Studios, we recorded a complete 90-piece symphonic orchestra the same way your favourite composer would: unmistakable acoustics, exceptional players, award-winning engineers and priceless microphones. Strings, brass and woodwinds are grouped into ensembles for instant playability, completed by an exciting cinematic percussion section, all housed in our award-winning dedicated plug-in.

## QUICK SPECS

### MAC

Mac OS X 10.15 to OS14

Minimum: 2.8GHz i5 (quad-core), 8GB RAM

Recommended: 2.6GHz i7 (six-core, 2019), 16GB RAM, Apple Silicon

SSD drive for installs advised!

### WINDOWS

Windows 10 and Windows 11 (latest Service Pack, 64-bit)

Minimum: Intel 2.8 GHz i5 (quad-core) or AMD Ryzen 5. 8GB RAM

Recommended: Intel 2.6 GHz i7 (six-core, 2019) or AMD R7 2700. 16GB RAM

- Download Size 69.6 GB
- Disk space required during install: 69.6 GB
- Dedicated plugin (AU, VST2, VST3, AAX)

# WELCOME

## Capturing an Icon

There is magic in the air at Abbey Road Studios – the essence of countless incredible film scores that have been recorded there. While Abbey Road is best known for legendary recordings by the Beatles, Pink Floyd, Kanye West, Oasis, Florence + The Machine, Abbey Road Studio One has been at the forefront of film music for decades – providing the emotion, mood and magic for many of the most successful films ever made.

Countless A-list composers have been attracted to the beautiful acoustics of Studio One – the world’s largest purpose-built recording studio. This unique room has played host to numerous notable film scores, spanning Star Wars: Episode VI – Return of the Jedi, Raiders of the Lost Ark (John Williams), Hollow Man (Jerry Goldsmith), and Aliens (James Horner), The Lord of the Rings trilogy (Howard Shore), multiple Harry Potter scores, King Arthur (Hans Zimmer), and Gravity (Steven Price) through to more recent game and films releases such as the multi-award-winning The Shape of Water (Alexandre Desplat), Black Panther (Ludwig Göransson), 1917 (Thomas Newman), Avengers: Endgame (Alan Silvestri), Star Wars Jedi: Fallen Order (Gordy Haab & Stephen Barton), Uncharted 3 (Greg Edmonson), Halo 4 (Neil Davidge), and Final Fantasy XV (Yoko Shimomura).

## The Film Scoring Orchestra

At Spitfire Audio, our approach is to always record sample libraries the same way we record film scores, and this release is no exception. Abbey Road One puts the same first-call musicians used on globally-successful movies at your fingertips – a 90-piece symphonic orchestra playing priceless instruments, all recorded by multi GRAMMY® Award-winning engineer Simon Rhodes (Avatar, Hugo, Harry Potter) and the legendary Abbey Road equipment.

Perfect for writing orchestral film, TV and game scores, Abbey Road One gives you all four sections of the orchestra in a single library – strings, brass, woodwinds and percussion – capturing the key set of orchestral sounds that composers use the most.

The library comprises strings (16, 14, 12, 10, 8), brass (four horns, four trumpets, three trombones, two bass trombones, one contrabass trombone, one tuba, and one contrabass tuba); and woodwinds (piccolo, two flutes, two oboes, one cor anglais, two clarinets, one bass clarinet, two bassoons, and one contrabass bassoon); and percussion, performed by three players on a stunning selection of instruments.

## Instant Movie Magic

Organised into ensembles (combinations of instruments), Abbey Road One springs out of the box, pre-orchestrated, helping you sketch your musical ideas quickly and easily. You do not need to understand the detailed inner workings of the orchestra to create stunning compositions.

Strings are split into Low and High, brass into Low, Horns and Trumpets and woodwind into Low and High, there is a stunning and unique selection of percussion, as well as a stirring all-in-one full symphonic orchestral patch, all recorded together in the room at the same time. All these patches are intuitive to use and instantly effective, helping you just let your creativity flow.

With a beautiful, modern design, Abbey Road One is housed in our award-winning plug-in, which loads directly into all major DAWs (VST2, VST3, AU, AAX & NKS-compatible) without the need for any additional software. Easy to use, intuitive and inspiring, our plug-in has been designed by composers, for composers.

## Access all Areas

Although easy to use, Abbey Road One is our most expressive library to date, and offers a wealth of options for musical expression. 69 articulations, each more detailed than any produced for a Spitfire Audio ensemble library, with up to 5 dynamic layers.

Explore Abbey Road's legendary microphone cupboard to customise your sound, with up to 10 individual mic and 2 mix signals, giving you creative control to find the sound you are looking for. Discover rare and unique mics, including a pair of RM1B microphones combined with classic ribbons, recorded through the vintage TG Desk (TG12345 MK3) to form that vintage scoring stage sound, and stunning professional mixes from four-time GRAMMY® Award-winning engineer Simon Rhodes (Avatar, Hugo, Harry Potter) giving you a cinematic level of quality – instantly.

## One for All

Abbey Road One: Orchestral Foundations is the first in a series of pre-orchestrated Film Scoring Selections recorded in Studio One. The next titles in this symphonic series will arrive early 2021. These will be smaller and more focused libraries inspired by classic films offering pre-orchestrated instrument pairings and themes. Each of these Selections is designed to help you accomplish a simple task phenomenally well – such as creating achingly beautiful melodic low string lines with just one simple legato patch. They will work seamlessly alongside Orchestral Foundations as well as on their own. Priced at £49 \$49 49€ you can pick and choose from these Selections to build your own palette of Abbey Road One instruments. Pre order Orchestral Foundations to receive your first Film Scoring Selections for free.

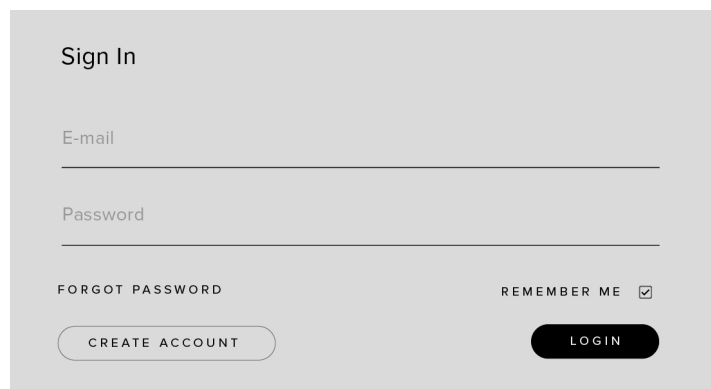
# DOWNLOADING & INSTALLING

Thank you for buying Abbey Road One: Orchestral Foundations. If you are a total newbie to this kind of thing you can get up to speed here: <https://www.spitfireaudio.com/about/>

First though, grab the 'Spitfire Audio App' from this link, this app will enable you to download the library: <http://www.spitfireaudio.com/info/library-manager/>

## THE SPITFIRE AUDIO APP

When you launch the app you will be prompted to login using the same details you use at our site. Then you'll see the page pictured below:

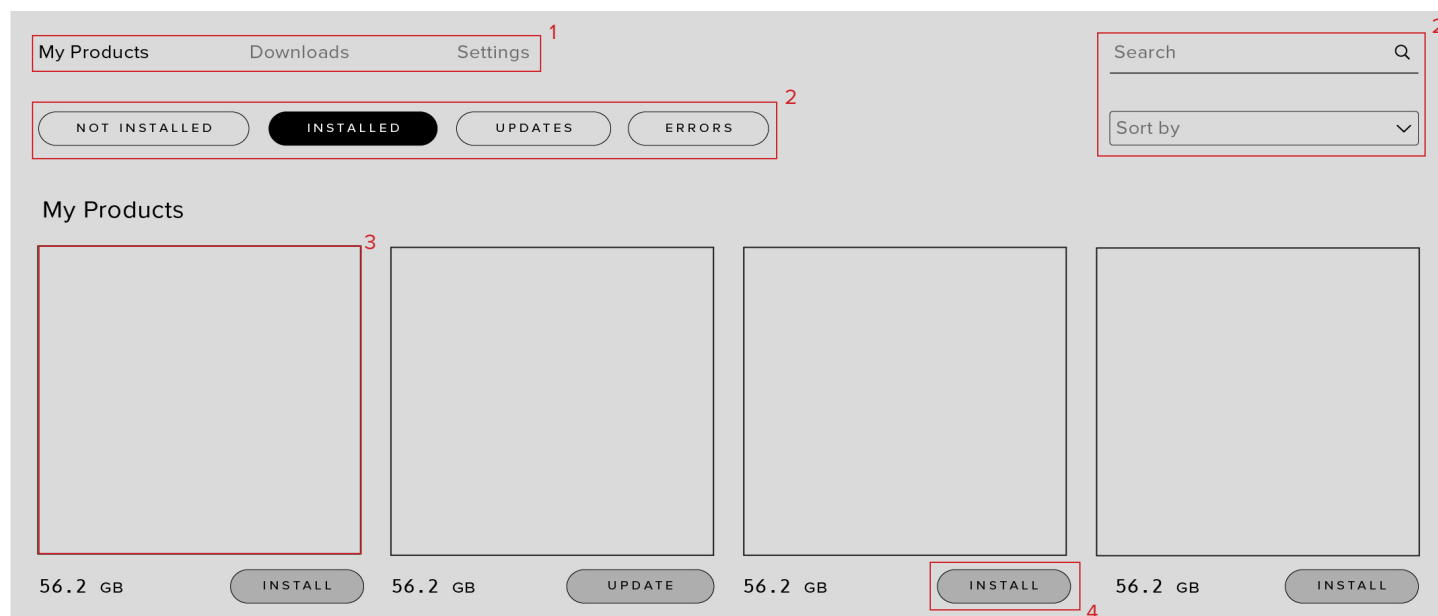
A screenshot of the Spitfire Audio App login screen. It features a 'Sign In' header, an 'E-mail' input field, a 'Password' input field, a 'FORGOT PASSWORD' link, a 'REMEMBER ME' checkbox, a 'CREATE ACCOUNT' button, and a 'LOGIN' button.

**1. TABS** the default tab is My Products, which shows all of the libraries on your Spitfire Account. Downloads will show currently downloading products.

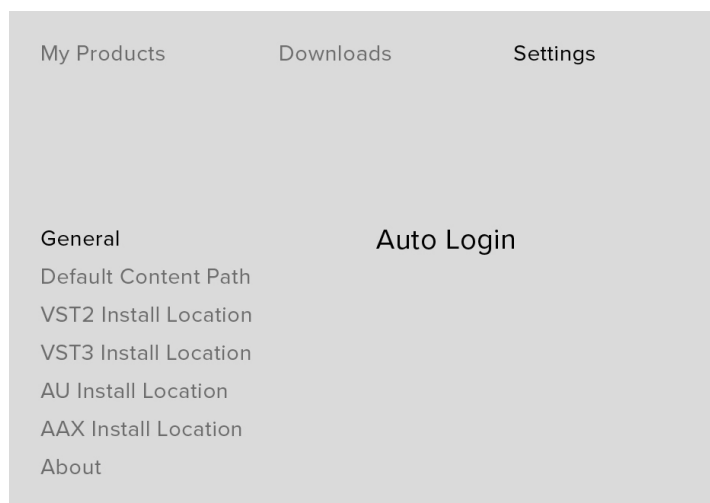
**2. FILTERS** Clicking these filters will quickly display products you've yet to install, those already installed, and any available updates. Clicking again will remove the filter.

**3. LIBRARY** All libraries and plugins in your collection will appear with their artwork on the My Products tab. Clicking this artwork will open the product page. This is a great place to find information such as system requirements and instructions as well as Reset and Repair options.

**4. INSTALL/UPDATE** buttons allow you to quickly start a download directly from the My Products tab, instead of clicking through to the Library. Next to the button the size of the download is shown.

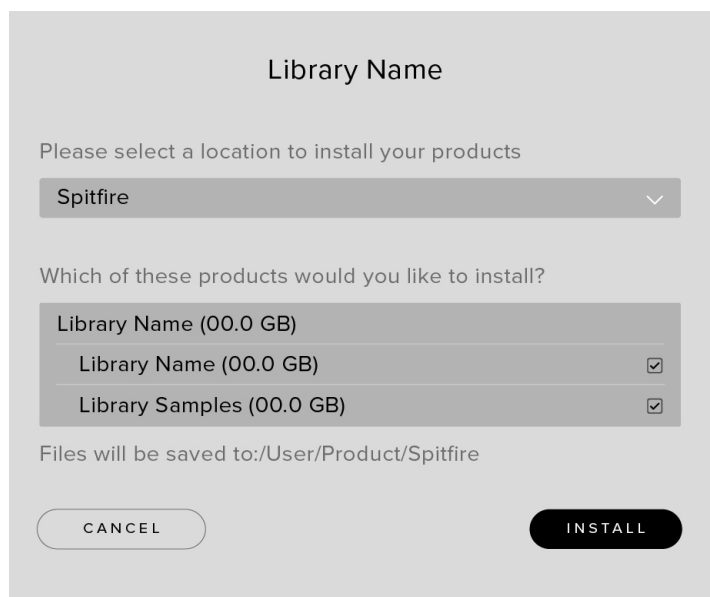
A screenshot of the Spitfire Audio App 'My Products' screen. It shows a top navigation bar with 'My Products', 'Downloads', and 'Settings' tabs. Below this is a filter bar with 'NOT INSTALLED', 'INSTALLED', 'UPDATES', and 'ERRORS' buttons. A search bar and a 'Sort by' dropdown are on the right. The main area displays four product cards, each with a placeholder image, a size of '56.2 GB', and an 'INSTALL' or 'UPDATE' button. Red boxes and numbers 1 through 4 highlight the tabs, filters, a product card, and an install button respectively.

# THE SPITFIRE APP PREFERENCES



If this is your first time using the Spitfire Audio App for a download you may wish to first navigate to the Settings tab. Here you can set the Default Content location for where you wish to download your libraries. You can also you can set the default VST2 install location to the folder where your DAW expects to find VST files.

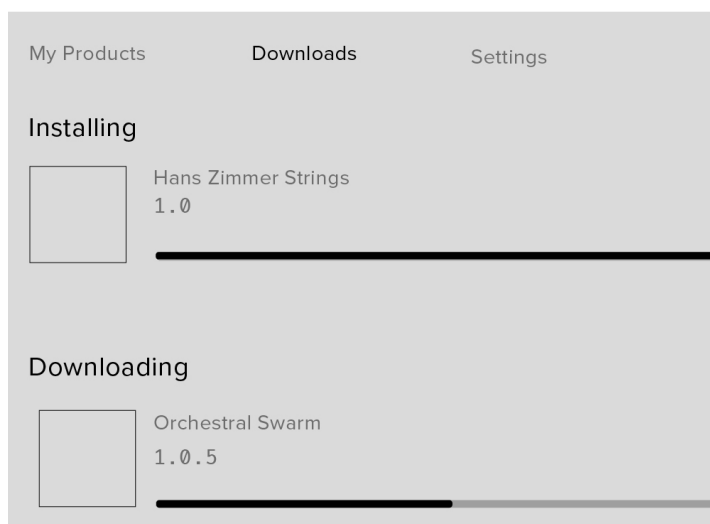
Here you can also enable Auto Login to save time in future.



Once you are happy with your preferences, simply click the Install button for the library. This is either directly on My Products tab under the library artwork, or it can be found by clicking on the library image and clicking the install button on the page that appears.

Clicking either of these will prompt you for a location, the default content location in your preferences will be suggested but you can select any suitable location. If installing from a hard drive, ensure that you choose the drive as the location.

Once you are happy with the location click Download.



After clicking install you will be directed to the Downloads tab where you can watch the progress if you like. You can of course leave the Downloads tab and start other downloads but at this point you should leave the Spitfire App open until the download completes.

# THE DEDICATED PLUGIN

Unlike many Spitfire libraries, you don't need Kontakt Player or the full Kontakt to run this library. Abbey Road One is its own, all new, self contained plugin built for VST, AU and AAX, so once you've downloaded and installed you're ready to go.

## LOGIC PRO X

- On a fresh project, a track dialogue box will automatically pop up
- Choose 'Software Instrument', and then look beneath the 'Instrument' dropdown
- Select AU Instruments > Spitfire Audio > Abbey Road One.

## CUBASE

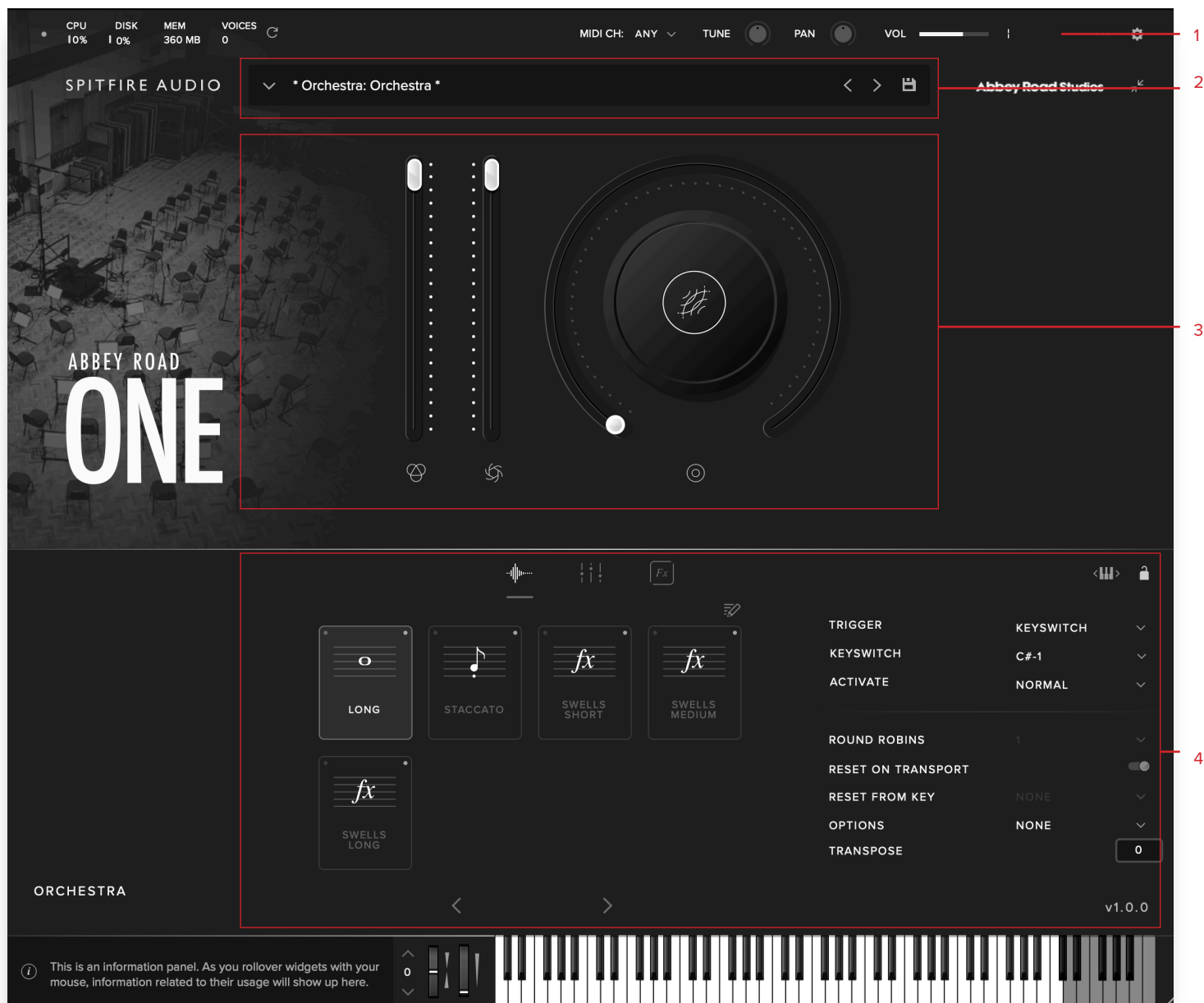
- Right-click the track window and choose 'Add Instrument Track'
- Underneath the 'Instrument' dropdown, choose Abbey Road One
- Select 'Add Track'

## PRO TOOLS

- Go to the 'Track' menu at the top of the screen, and select 'New'
- In the pop-up, select Stereo and Instrument Track, and press 'Create'
- In the first Insert slot, select multichannel plug-in and 'Instrument'
- You should see the Abbey Road One available as an option

# HAVE A LOOK AROUND

## THE ABBEY ROAD ONE INTERFACE



## OPENING YOUR FIRST PRESETS

When you first open Abbey Road One, this is what you will see.

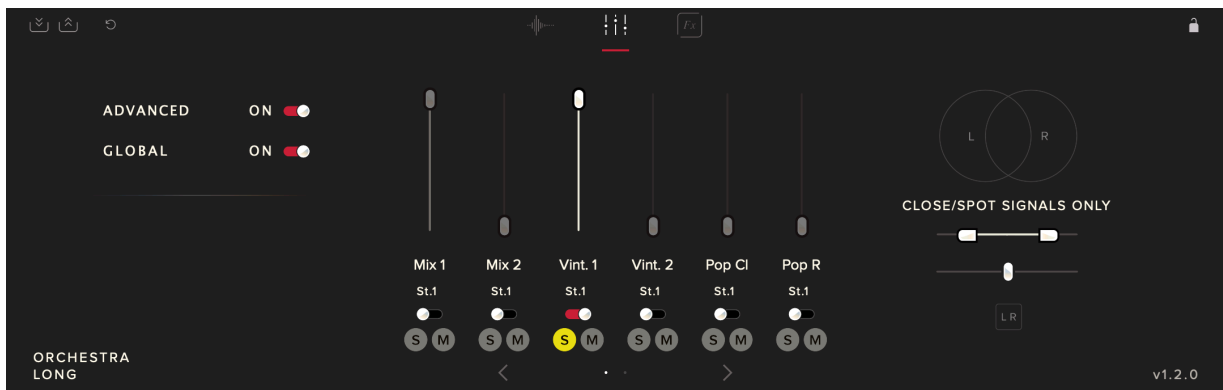
### 1. TOP MENU

### 2. PRESET SELECTOR

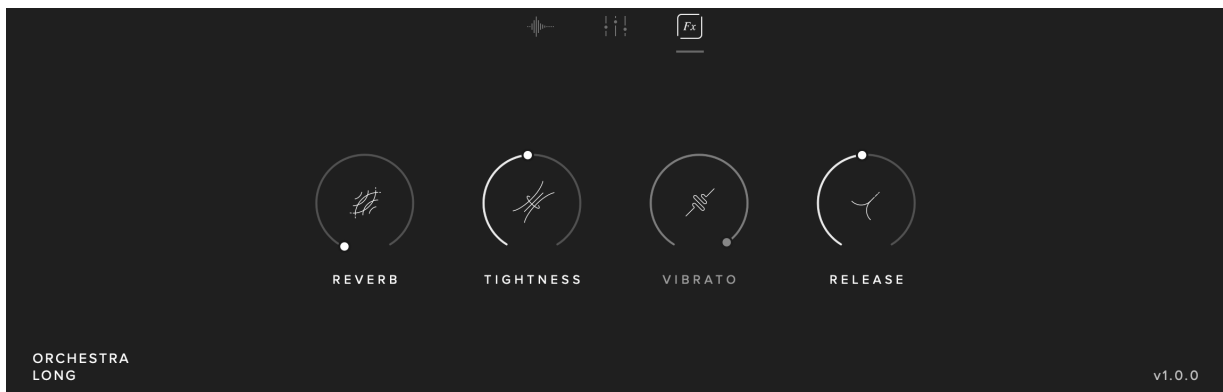
### 3. MAIN CONTROLS

### 4. TECHNIQUE SELECTOR

## 5. SIGNAL MIXER

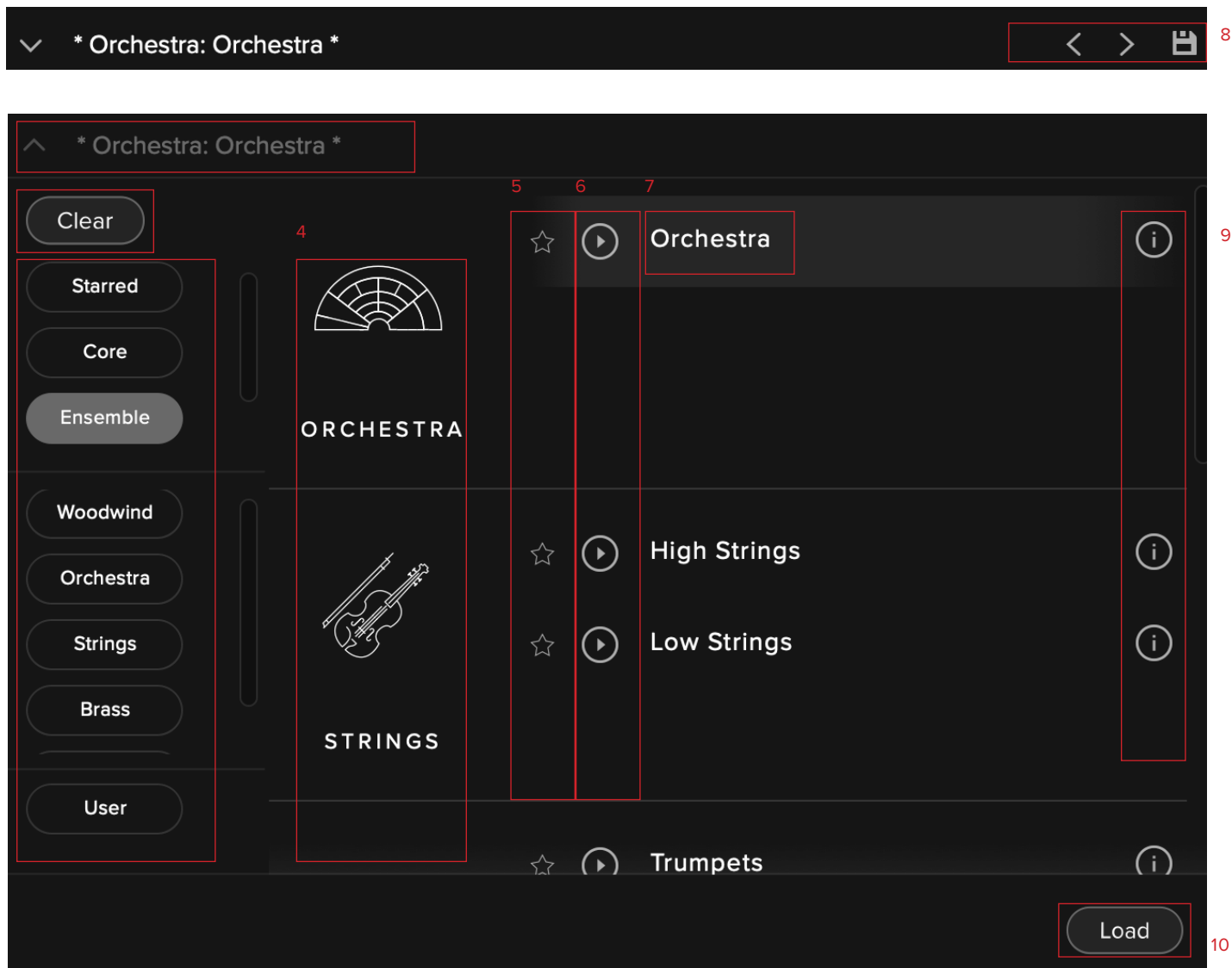


## 6. CONTROLLERS



## 7. KEYBOARD & INFO





## 1. PRESET NAME

Here you can see the currently selected preset.

## 2. CLEAR FILTERS

Click here to show all instruments at once.

## 3. FILTERS

Click on a filter to only show those preset grouped by the filter.

## 4. INSTRUMENT GROUP

As you scroll through the available presets, the instrument group is displayed here.

## 5. STAR

Favourite to add to the “starred” filter.

## 6. PREVIEW

Play back a short example of the preset without having to load it! Enormously helpful when choosing a sound.

## 7. PRESET LIST

Scroll through the list of presets here.  
Double-click to load a preset or click the  
'Load' button.

## 8. NEXT, PREVIOUS AND SAVE

With the presets view collapsed, you will  
be able to see the Next, Previous and Save  
icons.

Next and Previous will simply send you to  
the next available preset - if you have a filter  
enabled, you will scroll through the filtered  
set of presets.

Save allows you to save your own preset,  
click save, name the preset and it will appear  
under the "user" filter.

## 9. INFORMATION

Hover over on the "i" icon to see some  
information about the preset.

## 10. LOAD

Select a preset and then press "load" (or  
double-click the preset).

# MAIN CONTROLS



## 1. VOLUME

Often referred to as “Expression” in our Kontakt Libraries, this is a simple level control for you to adjust along with...

## 2. DYNAMICS

Adjust the dynamic layer that you are playing here, use in conjunction with the volume to make your performances sound so much more musical than before!

## 3. KNOB

The configurable knob allows you to control any of the other available parameters for the particular technique.

Hover over the knob and it will turn black.

**3.1 CLICK:** Click and you will be able to assign any of the remaining available controls to the knob.

Right click on any of these controls to assign them to a MIDI controller. Remember that if you assign a MIDI controller to a parameter via the knob, the MIDI controller will follow the parameter rather than being permanently assigned to the knob.

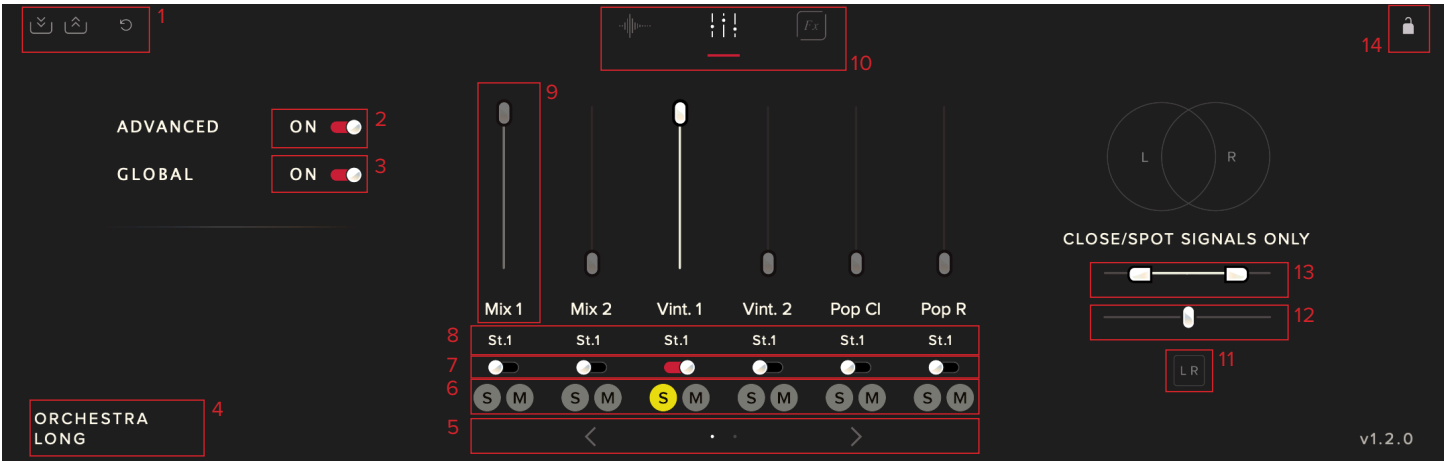
Reverb: Increase to add reverberation to the sound.

Tightness: Increase to eat into the sample start point. Useful for tighter passages for a more snappy response.

Vibrato: Cross fade between non vib samples, and full Molto Vib samples.

Release: Extend the ends of long articulations to help blur between notes.

# SIGNAL MIXER



## 1. MIXER PRESETS

Load and save your own mixer presets here, this is a good way for you to share your mixes across different instruments and presets. Click on the down arrows to save and the up arrows to load.

To rename a preset after saving or delete a preset, browse to Abbey Road One > Presets > Mix in the finder and edit the .mpreset files.

## 2. ADVANCED

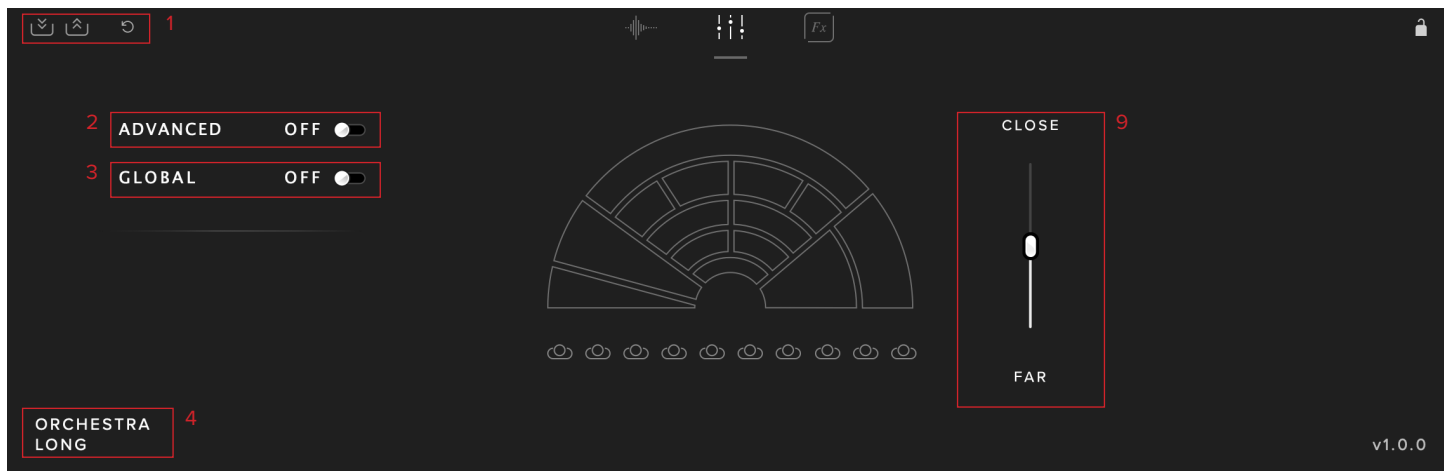
By default, the mixer will load up in the advanced view, toggle off for the simple view.

In this view, you can simply adjust how close the instruments sound with a single fader. Under the hood, this will adjust the Close, Tree and Ambient signals.

## 3. GLOBAL

This is on by default meaning that any changes you make to the mixer will affect all techniques in the preset. When switched off any changes to mixer will only affect the technique you have selected.

## 4. TECHNIQUE NAME



## 5. SIGNAL NAVIGATION

Click the right arrow to access additional signals. Unused signals are greyed out.

## 6. SOLO / MUTE

Click S (Solo) to isolate that signal. Hear multiple signals isolated by clicking S below multiple signals.

Click M (Mute) to silence a signal whilst keeping it active. Silence multiple active signals by clicking M below multiple signals.

Holding 'shift' and clicking solo allows the user to solo more than one channel if desired.

Alt+click on a solo unsolos all

Alt+click on a mute unmutes all

Alt+click on a mute removes all mutes but leaves solos and vice versa.

This behaviour can change by using [“Solo Latch”](#)

CMD+Click snaps level to 100% (and turns the signal on)

## 7. SIGNAL ON/OFF

Here you can turn signals on or off (you can also turn them on by fading them up). If you turn a signal on, pay attention to the LED in the top left of Abbey Road One, if it is flashing red, it means that the samples are still loading into RAM and you should wait before playing again to avoid glitches.

## 8. MULTI OUTPUTS

When active, click below the signal fader to assign that signal to a different stereo output. This allows the users to keep signals separate in the DAW when mixing.

## 9. SIGNAL FADER

Adjust the level of each signal here, right-click to learn MIDI cc# automation.

## 10. VIEW SELECT

Choose between the Technique Switcher, Mixer and Effects, the Technique Selector and Effects are covered in the following chapters of this manual.

## 11. INVERT

Click to swap the left and right channels.

## 12. PAN

Adjust the position of the close and spot signals within the stereo field.

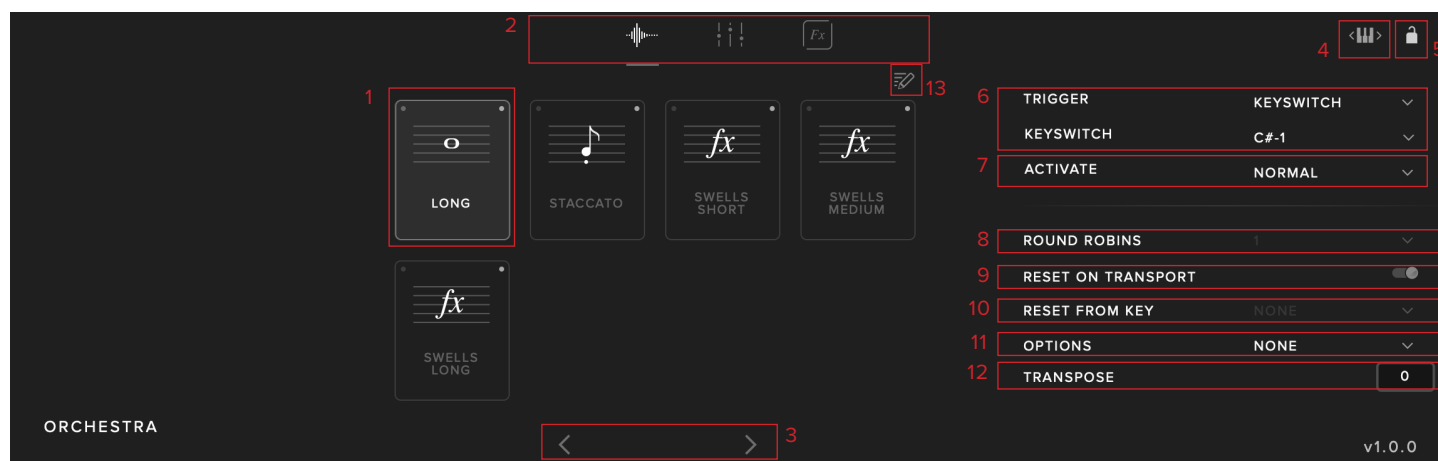
## 13. STEREO WIDTH

Adjust the stereo width of the close and spot signals here. Right-click to assign to a MIDI cc#.

## 14. LOCK

Click to lock the Mixer. This will prevent further changes to the mixer, useful if you're happy with what you've done and don't want to accidentally change it. This will even prevent changes made by MIDI controllers, but beware, as soon as you unlock the mixer, the control will be active.

# TECHNIQUE SELECTOR



## 1. TECHNIQUE SWITCHER

Click to select a technique. Shift-Click to select multiple techniques. The red dot in the top left shows which technique(s) will play, the black outline shows which technique will be affected by any changes you make to the other options in this page.

## 2. VIEW SELECT

Choose between the Technique Selector, Mixer and Effects. The Mixer and Effects are covered in different chapters of this manual.

## 3. TECHNIQUE NAVIGATION

Click the right arrow to access additional techniques.

## 4. KEYSWITCH ADJUST

Click and drag to move the keyswitches to the left or right on your keyboard.

## 5. LOCK

Click here to lock off the technique section and prevent any unwanted changes.

## 6. TECHNIQUE TRIGGER

With the technique trigger section you can choose to trigger techniques using various parameters:

**KEYSWITCH:** Pick a key on the keyboard that will select this technique. The selected keys will show up in green for unselected techniques and in orange for selected techniques.

**CC RANGE:** Choose a CC# and a range of values (or a single value) for the control that you want to trigger this technique.

**VEL. RANGE:** Switch technique based on how hard you are playing! You might want to trigger longs when playing softly and pizzicato when playing hard.

**MIDI CHANNEL:** Switch techniques based on the incoming MIDI channel.

**SPEED:** Switch technique based on the speed of playing. Specify the time interval between notes to switch to a particular technique.

## 7. ACTIVATE

Choose between “NORMAL” and “LATCH” for your technique switching.

## 8. ROUND ROBINS

Round robins are a way to ensure that repeated notes don't sound robotic and unnatural. We record the same note multiple times and then cycle through them. Here you can choose to reduce the number of round robins that are being used.

## 9. RESET ON TRANSPORT

If you're worried about the effect of the round robins making each run through of your session sound different, you can choose to reset the round robins using the DAW transport.

## 10. RESET FROM KEY

You can also reset the round robins using a keyswitch. Choose that keyswitch here.

## 11. OPTIONS

**NEIGHBOUR ZONE RR:** Double the number of round robins by “stealing” notes from neighbouring notes and transposing them to match the pitch.

**LAYER X2:** Thicken the sound by layering round robins on top of one another. This option will play round robins 1/2 followed by 3/4, effectively halving the number of round robins.

**LAYER X2 (NO SKIP):** Same as above but this time you will be playing 1/2 followed by 2/3 and so on, meaning that you will not halve the number of round robins available.

**LAYER +2:** This option will play the round robins from the tone above the key played but transposed down so that it plays at the right pitch.

**LAYER -2:** This option will play the round robins from the tone BELOW the key played but transposed UP so that it plays at the right pitch.

## 12. TRANSPOSE

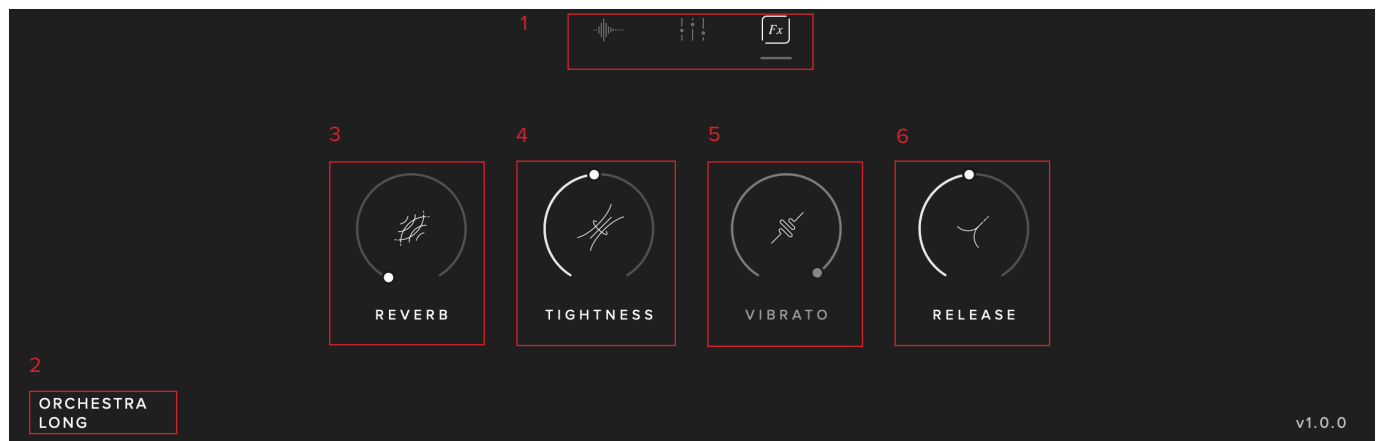
Transpose the instrument up or down in 1 semitone increments. This control does not stretch the samples, but instead transposes the incoming MIDI notes.

To adjust samples, use the tune knob explained on page [20](#).

## 13. TECHNIQUE EDITOR

Opens the Techniques Editor, allowing you to customise and edit your preset (see pg. [18](#)).

# EFFECTS



## 1. VIEW SELECT

Choose between the Technique Selector, Mixer and Effects, the Technique Selector and Mixer are covered in different chapters of this manual.

## 2. TECHNIQUE NAME

## 3. REVERB

You can add additional reverb to the sound here.

## 4. TIGHTNESS

The start of a short note is often not the start of the 'sound' of the instrument. This cuts further into the note to make it tighter. But does detract from realism. Worth tightening up when playing in, then loosening and putting a negative delay into your DAW to compensate for ultimate reality!

## 5. VIBRATO

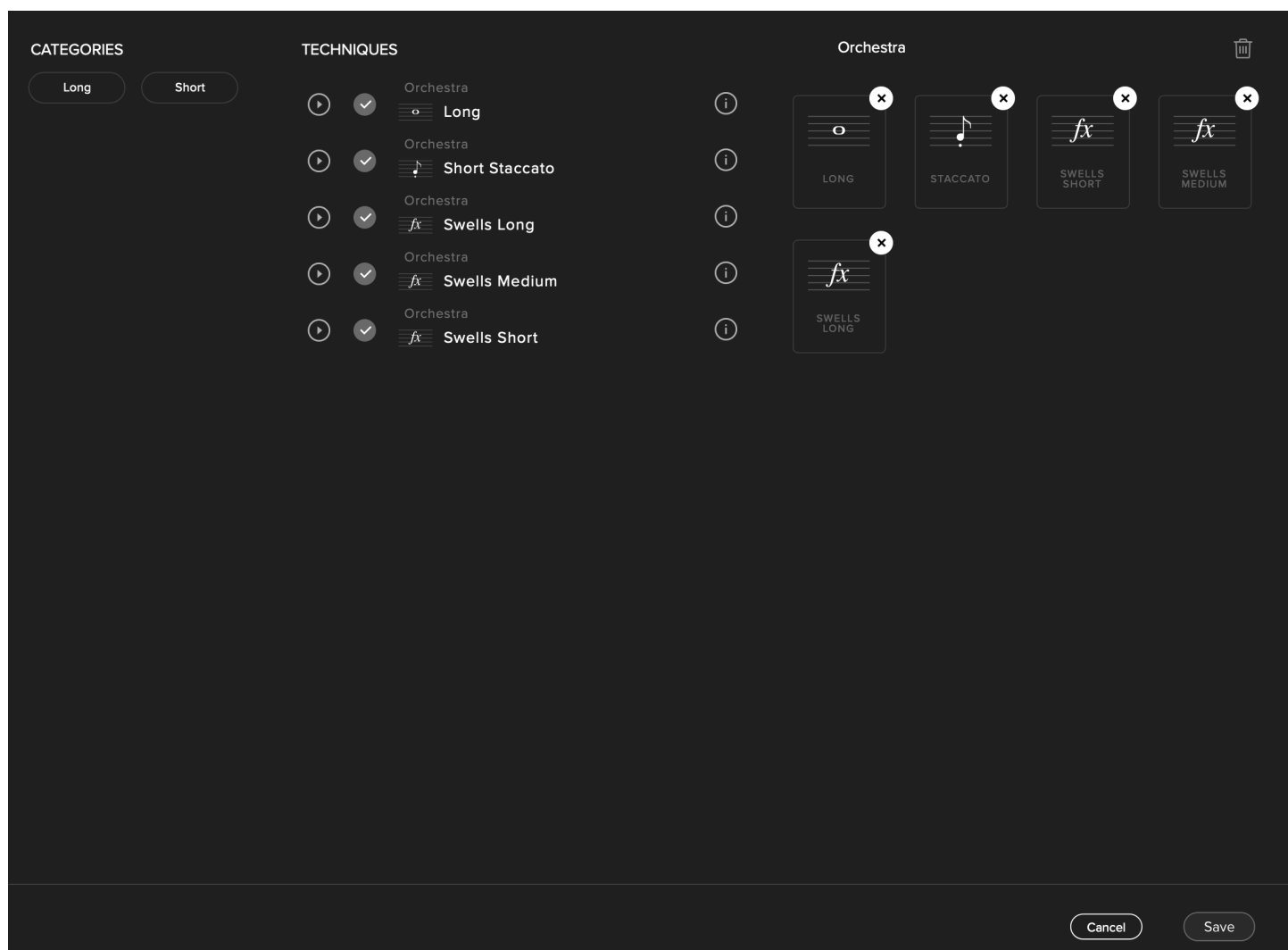
Where appropriate, this crossfades from no (senza) to lots (molto) of vibrato.

## 6. RELEASE

Allows you to change the amount of release trigger you and your listeners hear. This only applies to Long techniques.

# TECHNIQUE EDITOR

In the Technique Editor you can remove and reorder techniques from the current preset.



- The left 'Instruments' panel allows you to filter between all available techniques for this specific preset.

- The central 'Techniques' panel shows all available techniques for each preset. Click the '+' to add techniques back into your current preset.

- The panel on the right is where your current articulations are displayed. Click and drag these to re-arrange the order. By selecting the 'x' in the top-right corners, you can remove a technique from your preset. Click the 'trash-can' in the upper corner to remove all techniques completely in a single click.

- Once you're done, click 'Save'. If you have made a mistake and don't want to save, choose 'Cancel' instead to go back to your previous setting.



1. LED

Shows when an instrument is loaded by lighting solid green. If this flashes, your instrument is not fully loaded.

2. CPU METER

An indication of how much your CPU is being taxed, the green flash next to the CPU meter will turn red when you are overloading it.

3. DISK METER

How hard your hard drive is working. If this is close to, or going over 100% it’s time to consider a faster drive.

4. MEMORY

This shows how much RAM you are currently using in this instance of Abbey Road One. While the preset is loading, this will show the instrument loading into memory.

5. VOICES

Shows how many voices are being used at any one time.

6. REFRESH

Refresh the instrument, alt-click to refresh the whole plug-in. This can be useful if you have hanging MIDI notes or have moved samples in your file system.

7. MIDI CH

Set the MIDI channel that will control the instrument here. If in doubt select “any I” so that the instrument will react to any incoming MIDI messages.

8. TUNE

Move this knob to tune in semitone increments, shift-click to move in increments of 0.01 of a semitone. Alt-click to reset to default.

9. PAN

Pan the whole plug-in left and right in the stereo field. Alt-click to reset to centre.

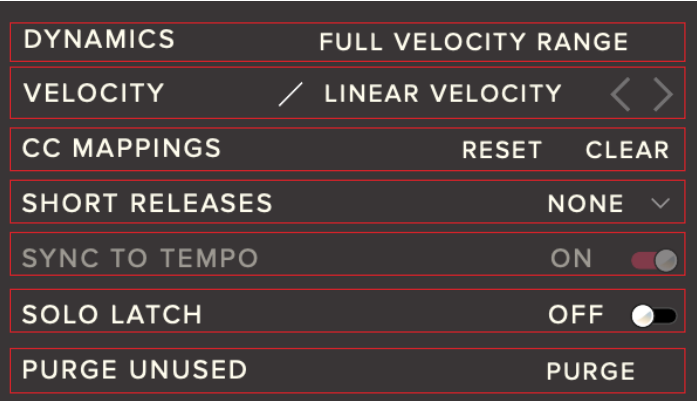
10. VOLUME

Control the overall volume of the instrument.

11. LEVEL

A visual indication of the level of the instrument.

12. PRESET SETTINGS



## **A. DYNAMICS**

Different behaviours for the Dynamics fader.

- 1) Full Velocity Range.
- 2) Velocity Mapped to Dynamics.
- 3) Compressed Velocity High.
- 4) Compressed Velocity Low.

Velocity mapped to dynamics will allow you to control short note velocity with the mod wheel. This mode disables “Soft Takeover”.

Compressed settings will limit the dynamic range to fixed dynamic layers and disable G. Soft Takeover.

## **B. VELOCITY**

Pick from 4 different velocity curves to suit your controllers touch.

## **C. RESET AND CLEAR CC MAPPINGS**

Clicking reset will set all of the CC mappings for this instrument to the defaults - useful if you’ve got yourself in a mess!

Clear will remove all CC mappings on the plugin.

## **D. SYNC TO TEMPO**

Enabling this will sync tremolo techniques to BPM.

This setting will increase CPU. Disable for better CPU performance or modify pitch stretch algorithm in settings,

## **E. SHORT RELEASES**

Adjust the release samples.

Timed: Will allow you to release a note earlier than the length of the sample.

Untimed: Triggers a release at the end of the sample, meaning the full performance of the note will need to play out.

None: Will always play the full length of the sample, i.e. a one shot.

## **F. SOLO LATCH**

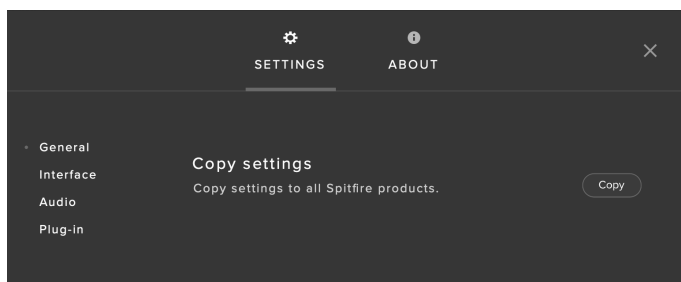
With this enabled the solo buttons on the signal mixer will stack.

When turned off (default) they cancel each other.

## **G. PURGE UNUSED**

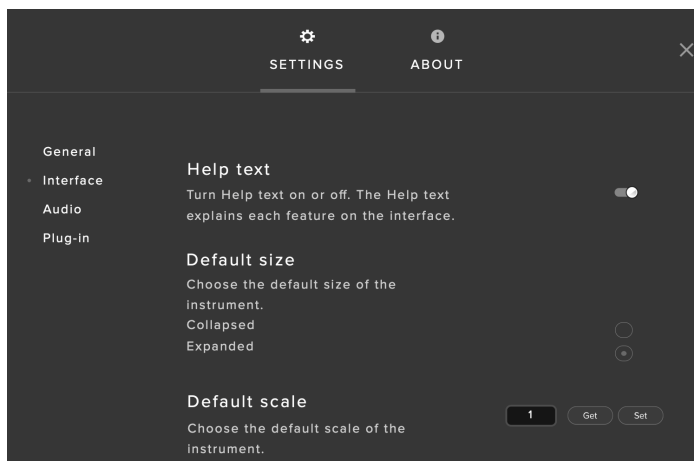
Shows the active status of ECO MODE.

## 13. PLUGIN SETTINGS



### COPY SETTINGS

Common controller values will copy to other Spitfire plugins.



### HELP TEXT

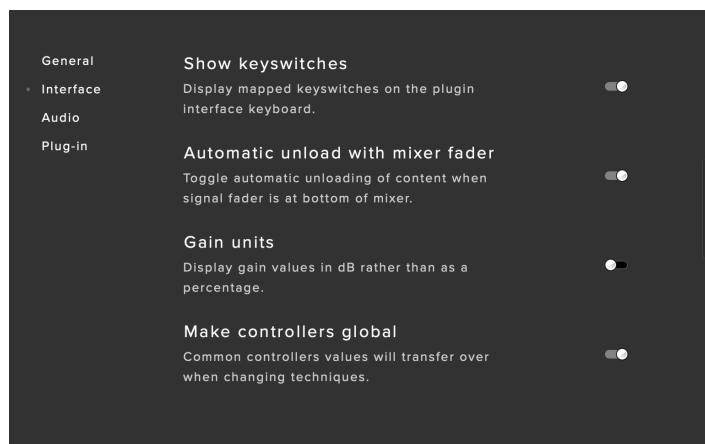
Turn this on to display parameter information in the bottom left corner of the plug in.

### DEFAULT SIZE

Set whether the instrument opens up collapsed or expanded by default.

### DEFAULT SCALE

How big the plugin UI is when opened. Press “get” to set the current scale or type a value before pressing “Set” and “Save”



### SHOW KEYSWITCHES

When this option is on, presets that have multiple techniques will show available keyswitches in red and the currently selected technique(s) in yellow.

### UNLOAD WITH MIXER FADER

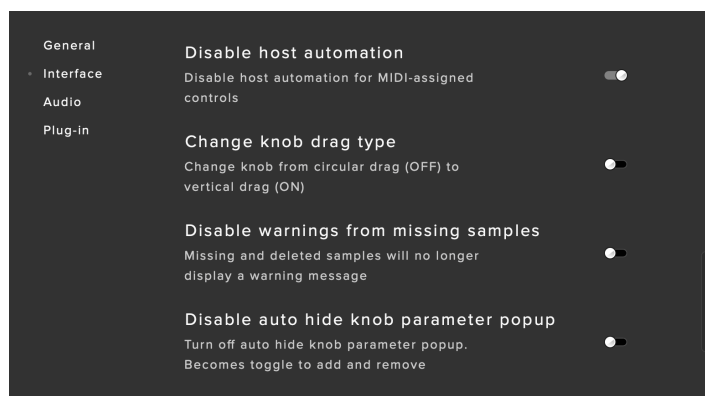
Toggle this to unload data from RAM when fader is pulled down to the bottom.

### GAIN UNITS

Toggle this if you want your gain to be displayed in dB instead of as a percentage.

### MAKE CONTROLS GLOBAL

Common Controller values will remain when switching techniques.



### DISABLE HOST AUTOMATION

Turn this on to enable the Host Automation from the DAW.

## CHANGE KNOB DRAG TYPE

Change the mouse behaviour when dragging the Knob control.

## DISABLE WARNINGS FROM MISSING SAMPLES

Hide an error in the plugin top left corner which is visible when the library is missing its content.

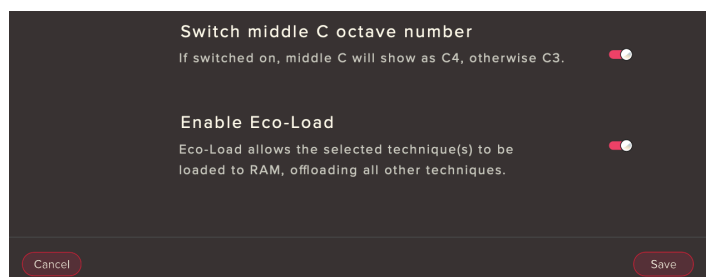
## DISABLE AUTO HIDE KNOB PARAMETER POPUP

When enabled, clicking the knob will always shows the fx controls menu.

## ENABLE AUTOMATIC EXCLUSIVE MIC GROUP BEHAVIOUR

Disable if you want mics to be ungrouped together.

For example, when enabled, enabling the ambient mic, will disable the Pop mic grouping.



## SWITCH MIDDLE C OCTAVE NUMBER

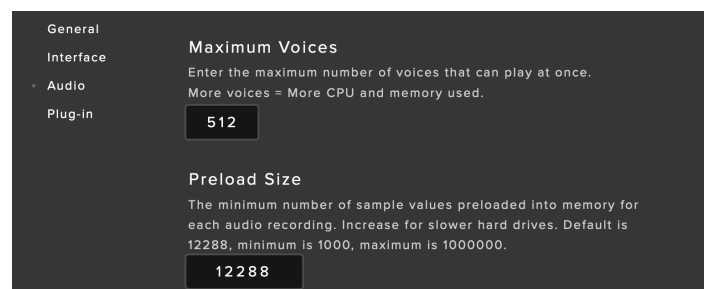
Change middle C value between C3 and C4. Useful for DAWs that use different MIDI standards and key switches are one octave out.

## ENABLE ECO LOAD

Eco-Load when enabled only loads the selected techniques into RAM.

When you key switch or select a new articulation, this will then also load into RAM.

Pressing the refresh icon in the top menu will reset the memory usage back to the currently select technique.

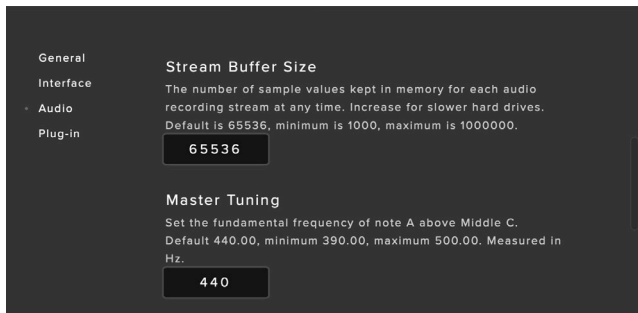


## MAXIMUM VOICES

Enter the maximum number of voices that can play at once. More voices = More CPU and memory used.

## PRELOAD SIZE

The minimum number of sample values preloaded into memory for each audio recording. Increase for slower hard drives. Default is 12288

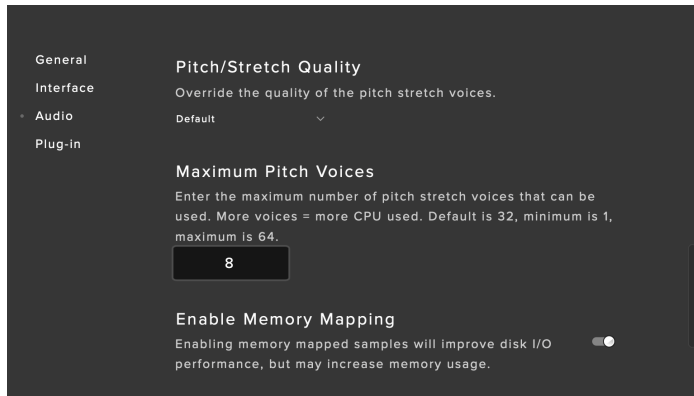


## STREAM BUFFER SIZE

The number of sample values kept in memory for each audio recording stream. Increase for slower hard drives.

## MASTER TUNING

Change the default tuning of the plugin. For example A = 440hz or A = 432 HZ.



## PITCH/STRETCH QUALITY

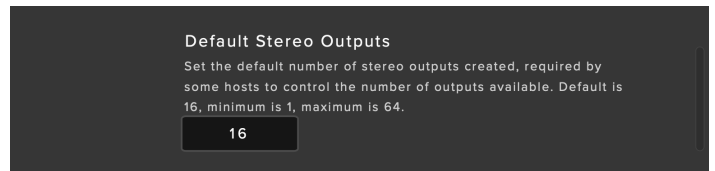
This option allows you to override the default pitch/time quality to improve performance or improve audio quality. Not used in this library at this time.

## MAXIMUM PITCH VOICES

Limit the number of voices triggered at any one time. Lower values can aid CPU.

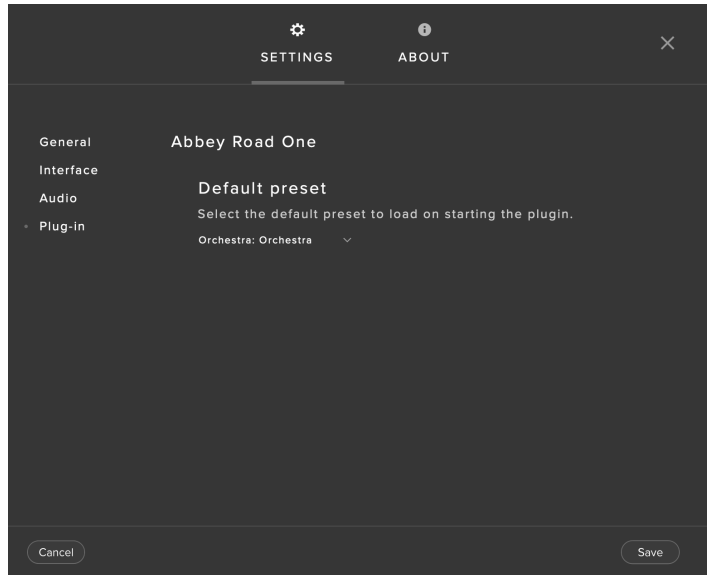
## ENABLE MEMORY MAPPING

Turn off for windows machines for better performance



## DEFAULT STEREO OUTPUTS

The default number of outputs for the Microphone routings.



## PLUGIN

Under this heading you can choose a default preset to load, simply click on the preset name and choose your preferred preset from the list.

# MICROPHONE SIGNALS

## MIX 1

A full room mix by Simon Rhodes, formed from the Tree and Outriggers with a curated blend of spots.

Use for luscious, rich passages.

## MIX 2

A tighter full mix by Simon Rhodes, formed from the 2nd Tree and Outriggers with a curated blend of spots.

Use for faster, detailed sounds.

## VINTAGE 1

A unique pair of RM1B microphones paired with some classic ribbons to form a vintage scoring stage sound.

## VINTAGE 2

A pair of classic ribbon microphones, placed by the conductor for a vintage scoring stage sound.

## POP CLOSE

A mix of spot mics, panned centrally to give a flexible image that isn't restricted to the orchestral layout.

## POP ROOM

A dedicated room pair, located to represent the source centrally - use in conjunction with Pop Close.

## CLOSE

All spot mics summed together for the instruments being played.

## TREE 1

A decca tree formed of Abbey Road's finest trio of classic valve omnidirectional microphones - the basis of your rich sound.

## TREE 2

A tighter, closer decca tree. Better suited for faster, more detailed material.

## AMBIENT

Two omnidirectional microphones placed towards the rear of the room, higher than the Outriggers resulting in a nice room ambience.

Great for use in a 5.1 surround mix, or to add more space to a stereo mix.

## OUTRIGGERS

Two omnidirectional microphones placed midway between the orchestra. Pair with either Tree to hear a wider image.

## SPILL

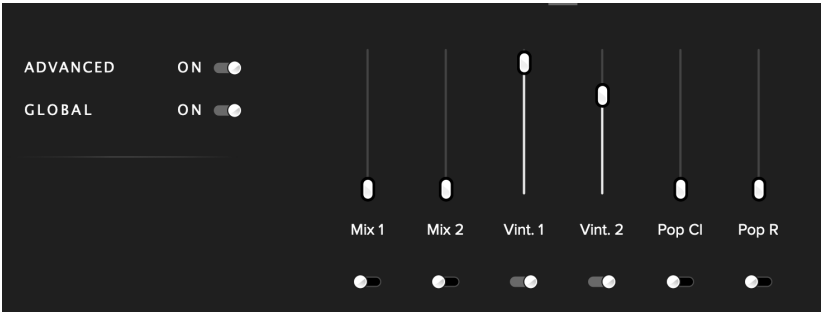
A summation of spot microphones from sections not being played, useful for adding realism.

# MICROPHONE GROUPING

The Microphone Groups are as follows:

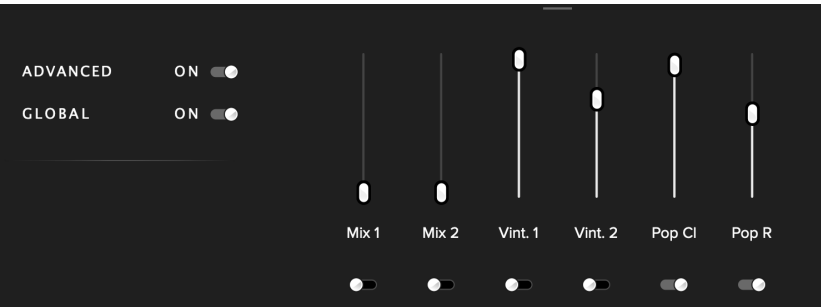
GROUP					
A	MIX 1	-	-	-	-
B	MIX 2		-	-	-
C	VINTAGE 1	VINTAGE 2	-	-	-
D	POP CLOSE	POP ROOM	-	-	-
E	CLOSE	TREE 1/2	AMBIENT	OUTRIGGER	SPILL

A group will become active when it has all its signals enabled. This is shown below for Group C.



You can tell which are enabled by looking at the active ROM toggles below each signal.

If you then turn up any signal from a different Mic Group, for example Pop Close from group D, it will automatically disable both signals from Group C.



This setting can be turned off under plugin settings, interface.

# TECHNIQUES

## LONG (+ CS)

The most vanilla of the long notes that we record, a standard sustained note. This is the basic playing style, recorded both with and without vibrato.

Long CS (short for Con Sordino) is the muted variant of this patch. A small rubber mute is attached onto the bridge, giving a dampened effect to the strings.

## SPICCATO

For us, our Spiccato aim to capture a very nice ‘tight’ sound, with the bow bouncing off the string. This creates a sound that can be used either as a nice short staccatissimo, but also as a sequence of fast short notes or an ostinato

## STACCATO

Staccato in notation refers to a ‘shortened and detached’ style of playing. In the case of samples, this usually refers to a single but defined short note.

## PIZZICATO

Plucking the strings with the finger.

## TREMOLO

A tremolo is where a player rapidly moves the bow whilst keeping the left hand on the same notes. The effect is a shimmering one when played soft, and a very aggressive and tense sound when played loud.

## STACCATISSIMO

The shortest of the short notes. Similar to Staccato, just more snappy and short!

## MARCATO

Marcato in our samples refers to the longest of our short notes, and has a slightly harder attack whilst maintaining a round shape to the note start.

## TENUTO

A brief ‘hold” on the note for its full duration or even slightly longer’ and implies some form of accent.

## SWELLS

Long bursts rising from Piano to Forte. There are three different lengths of swell in this library.

# APPENDIX A — FAQS AND TROUBLESHOOTING

## Q: WHAT ARE THE SYSTEM REQUIREMENTS?

### MAC SYSTEM REQUIREMENTS

Mac OS X 10.15 to OS 14

Minimum: 2.8GHz i5 (quad-core), 8GB RAM

Recommended: 2.8GHz i7 (six-core), 16GB RAM

### PC SYSTEM REQUIREMENTS

Windows 10 - Windows 11 (latest Service Pack, 64-bit)

Minimum: Intel Core 2.8GHz i5 (quad-core) or AMD Ryzen 5, 8GB RAM

Recommended: Intel 2.8GHz i7 (six-core) or AMD R7 2700, 16GB RAM

## Q: I WANT TO RESET THE PLUGIN SETTINGS TO THE DEFAULT

You can delete the .settings file to reset the settings to default. This is located at:

Users/username/Music/Spitfire Audio - on a Mac

C:\Users\username\AppData\Roaming\Spitfire Audio - on a PC.

## Q: MY LIST OF PRESETS IS EMPTY, HOW DO I SOLVE THIS?

If you have moved your Abbey Road One Library folder, you can solve this problem by using the “Locate Library” feature in the Spitfire Audio App.

If this does not solve the problem, the library likely needs reauthorising, to do this, use the “repair” feature in the Spitfire Audio App.

## Q: I SEE A RED EXCLAMATION MARK IN THE TOP LEFT OF ABBEY ROAD ONE, WHAT DOES THIS MEAN?

This means that there is an error, you can click the exclamation mark to open a log with further details. It is likely that using the “Repair” and “Locate Library” features in the Spitfire Audio App will solve the problem but if not, contact our support team at [spitfireaudio.com/support](https://spitfireaudio.com/support) and attach the log.

## Q: CAN I INSTALL ON MORE THAN ONE COMPUTER?

With our products you have two licenses. This means that you are allowed to download and install on two computers you own, say your main rig and your mobile rig. If you have purchased the library on a hard drive, you should copy the contents of the drive on to the destination machine before completing the download with the Spitfire App. If you downloaded Abbey Road One, you can copy the library folder over to the second machine and then use the “Repair” and “Locate Library” features in the Spitfire Audio App.

## Q: I CAN'T SEE THIS IN THE KONTAKT LIBRARIES PANE AND WHEN I TRY AND LOAD IT INTO KONTAKT IT SAYS NO LIBRARY FOUND

This library does not run in Kontakt, it is a standalone plug-in that you can run in your chosen DAW.

## Q: HOW DO I AUTHORIZE ABBEY ROAD ONE ON A MACHINE NOT CONNECTED TO THE INTERNET?

It not possible to authorise Abbey Road One on a machine not connected to the internet. Authorisation is done with the Spitfire Audio App and an internet connection is required.

## Q: HOW CAN I REDOWNLOAD A PRODUCT?

This can easily be done via your Spitfire Audio App. To reset both your entire library download or the latest update;

- Open up the Spitfire Audio App and log in with your account email and password.
- Select the product artwork you wish to re-download
- On this page is a “cog wheel”. Select this, choose “reset” from the menu. Then “Reset Entire Download” (for a full download) or (Latest Update) for the latest update.

This will reset your latest update ready for install again. You can repeat this process for any of the libraries you own.

Note that there is a limit to how many times you can reset your downloads in a certain time frame. If you do exceed your reset limit please get in touch.

## Q: DIFFICULTIES IN DOWNLOADING / INSTALLING

Customers may find that they have some difficulties in the downloading process. If you find that you are having some trouble, please check the list below for possible causes:

- The formatting of your drive, if it is FAT32 this will cause errors, because there is a maximum file size with this format of 4GB and our download files will exceed this limit. To solve this problem, reformat your drive or use a different drive. We recommend NTFS on PC and Mac OS Extended on Mac. Other possible issues:

- Spitfire App freezes in the “Extracting” stage for hours. This may be because our libraries are often very large files, and this is the stage where the compressed files are extracted and placed in their final locations on the hard drive. There could be hundreds of GB of content to unpack, so it really can take hours. If you’re unsure whether it has crashed or is simply extracting files, visit

the installation folder you chose when you started the install. If everything is working normally you’ll see various files appearing in the folder (or one of its sub-folders).

- If your download gets stuck and is continually cycling and not resuming, please get in touch with us, giving us as much detail as possible about your set up. It would be helpful if you can tell us your operating system, where you are downloading from (your country, and also whether you’re at home or work), your ISP, and whether there are any proxy servers or firewalls between your computer and the internet.

## Q: I HAVE FAST INTERNET, WHY IS MY DOWNLOAD SLOW?

We have no direct influence on your actual download speeds, our libraries are hosted on Amazon S3 servers which are normally very quick but it may well be that at certain times of the day when traffic is particularly busy, your ISP may throttle your connection speeds.

We would advise you to leave your download running overnight as speeds should ramp up at less busy times. Our Spitfire App downloader aims to use as much of the available bandwidth as possible to give you the quickest possible speeds, and may take several minutes to reach its peak.

## Q: CAN I TRY BEFORE I BUY?

No - it is not currently possible to demo our products.

If you go to our Youtube channel you’ll see many many walkthroughs containing detailed info about all our products -- you can hear them being played in real time with no smoke and mirrors!

## Q: MY LIBRARIES ARE NOT SHOWING UP IN MY SPITFIRE APP

A handful of customers may find that when they log into their Spitfire App, some of their previously purchased products do not show up in the 'Installed' section or in the 'Download Ready' section either. It may be that you have purchased these under another email address. Checking other possible email addresses for your previous purchases may help to find these missing products. If this is not the case, and these missing products were purchased a few years ago, please create a support ticket telling us your account email address, and any serial numbers you may have to go with these missing products. Our support team can also merge one or more accounts together if you'd like to consolidate all your purchases in one place.

The more information we have, the quicker we can get you back up and running!

## Q: HOW DO I UPDATE MY PRODUCTS?

The main premise of downloading our products is that our Spitfire App downloads into the folder you choose, so it is important to choose the folder above where you want the download to go. The best file path for our products is something very simple, a long file path will cause errors as there is a character limit on how far the Spitfire App can read. We advise a file path of something along the lines of: Samples Drive > Spitfire Audio

When it comes to downloading / updating - if you have a folder called 'Spitfire Audio' always point the Spitfire App to the folder Spitfire Audio - never go into this folder and choose the actual library in question.

## Q: HOW DO I REDOWNLOAD THE LATEST UPDATE?

With the continuous improvements to our Spitfire Audio App, we have incorporated the ability to reset your own downloads.

This can easily be done via your Spitfire Audio App.

Open up the Spitfire Audio App and log in with your account email and password.

- Select the product artwork you wish to re-download
- On this page is a "cog wheel". Select this, choose "reset" from the menu. Then "Reset Entire Download" (for a full download) or (Latest Update) for the latest update.
- This will reset your latest update ready for install again.

You can repeat this process for any other updates you wish.

If you do not see the option to reset your download in your Spitfire Audio App, we would advise to download the latest version of the Spitfire App from [spitfireaudio.com/info/library-manager/](http://spitfireaudio.com/info/library-manager/).

## Q: I'VE BEEN WAITING AGES FOR MY DOWNLOAD LINKS?

We run all our orders through a fraud checking process. The automatic fraud check takes 20 minutes (but can take up to an hour during a very busy period, eg. Black Friday) If your order gets caught at this stage, we run a manual order check, and this can delay the processing of your order for up to 24 hours (though this would be a rare and exceptional case).

You should however receive an order confirmation email IMMEDIATELY upon placing your order. This confirms that your order has successfully been logged in our system and that your payment was successfully taken. Please check your junk folders before contacting our support.

## **CAN I DOWNLOAD ON A PC, THEN TRANSFER TO A MAC OR VICE VERSA?**

Yes, you can copy the library folder and plugin files over to the second machine and then use the “Repair” and “Locate Library” features in the Spitfire Audio App. Please note that although the majority of the download can be done on a separate machine, you will always need an internet connection to finish the authorisation process.

## **Q: I HAVE FOUND A BUG**

In some cases we can't squash them all and bugs shamefully make their way through. If you think you have found a bug, please contact us with all the relevant information;

- A description of the bug you have found
- A screencast (video) of the bug happening, or an audio example
- The exact preset name (or presets) in question and also the library giving us as much detail as possible will help us get to the bottom of the issue.

## **Q: WHAT IS YOUR REFUNDS / RETURNS POLICY?**

If you have NOT completed the download / installation process, and bought within 14 days then we CAN refund / return your product, please contact support with your account email address and order number so we can handle this quickly. If you HAVE completed the installation process (even if you've not yet registered your serial number), please see our EULA in regards to why we do not accept refunds and returns. We can refund hard drive orders up until the point when the drive is dispatched from our office. This is usually 1-2 days after you order.

## **Q: I'VE FORGOTTEN MY PASSWORD?**

If you have forgotten your password, please see this link [spitfireaudio.com/my-account/login/](https://spitfireaudio.com/my-account/login/), and click 'Forgotten Password'. If at some point in the past you asked us to merge two or more accounts but have since forgotten, you MAY find that the forgotten password isn't working for the email address you asked us to merge FROM. In this case, please contact support with your name, and any email addresses you think we might know about, and we'll work out what has happened.

# APPENDIX B — TECHNIQUES/MICS/MIXES

## FULL ORCHESTRA

Long  
Short Staccato  
Swells Short  
Swells Medium  
Swells Long

## HIGH STRINGS

Long  
Long Con Sord  
Tremolo  
Short Spiccato  
Short Pizzicato

## LOW STRINGS

Long  
Long Con Sord  
Tremolo  
Short Spiccato  
Short Pizzicato

## TRUMPETS

Long  
Short Staccatissimo  
Short Marcato  
Short Tenuto  
Swells Short  
Swells Medium  
Swells Long

## HORNS

Long  
Short Staccatissimo  
Short Marcato  
Short Tenuto  
Swells Short  
Swells Medium  
Swells Long

## LOW BRASS

Long  
Short Staccatissimo  
Short Marcato  
Short Tenuto  
Swells Short  
Swells Medium  
Swells Long

## HIGH WOODS

Long  
Short Staccatissimo  
Short Marcato  
Short Tenuto  
Swells Short  
Swells Medium  
Swells Long

## LOW WOODS

Long  
Short Staccatissimo  
Short Marcato  
Swells Short  
Swells Medium  
Swells Long

# APPENDIX B — TECHNIQUES/MICS/MIXES

## PERCUSSION

Soft Boom  
4 Bass Drums  
Verdi Ensemble  
Toms  
Bass & Snare  
Toms & Octobans  
Snares  
Octobans  
Piccolo Snares  
Piatti  
Suspended Cymbals  
Tam-Tam  
Ribbon Crashers  
Anvil  
Soft Boom  
4 Bass Drums  
Verdi Ensemble  
Toms  
Bass & Snare  
Toms & Octobans  
Snares  
Octobans  
Piccolo Snares  
Piatti  
Suspended Cymbals  
Tam-Tam  
Ribbon Crashers  
Anvil  
Glock  
Xylophone  
Timpani  
Full Ensemble  
Drum Ensemble  
Metals Ensemble

## MIXES

Mix 1  
Mix 2

## MICROPHONES

Vintage 1  
Vintage 2  
Pop Close  
Pop Room  
Close  
Tree 1  
Tree 2  
Ambient  
Outriggers  
Spill

# APPENDIX C — DEFAULT CC MAPPINGS

Dynamics	1
Global Gain	7
Global Pan	10
Expression	11
Release	17
Tighness	18
Reverb	19
Vibrato	21
Close	24
Tree	25
Outriggers	26
Ambient	27

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